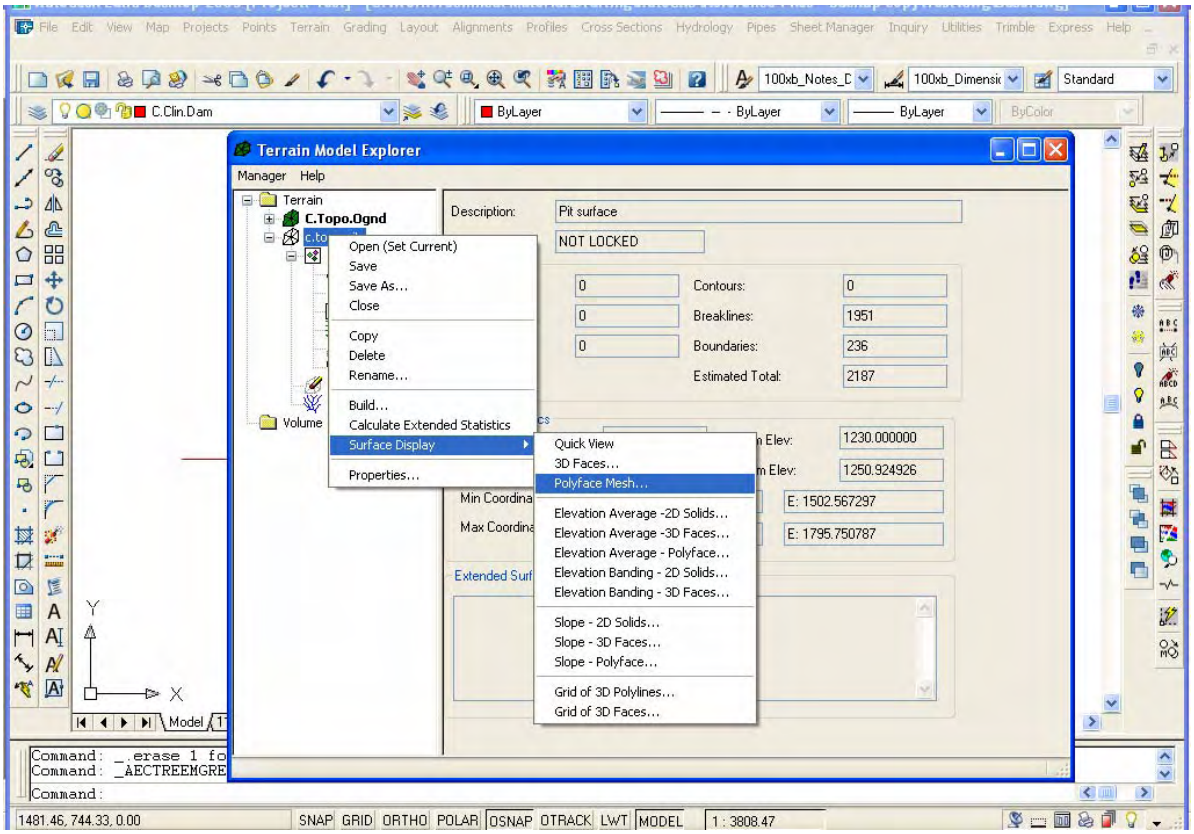
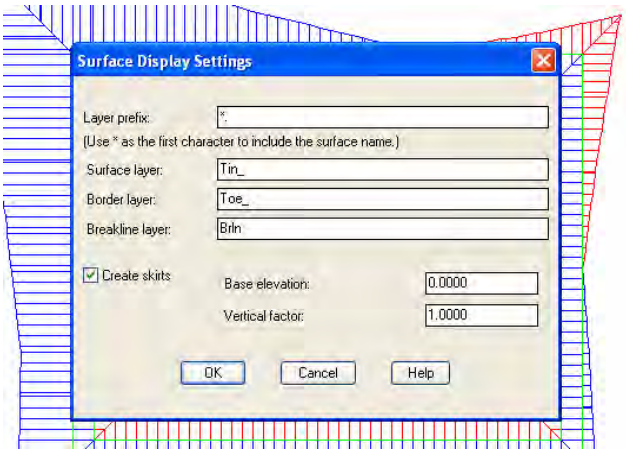
VIEWING SURFACES MODELS IN 3D

1. In Terrain Model Explorer, right click on the surface that you want to look at, choose Surface Display, then Polyface Mesh. Terrain Model Explorer is accessed through the Terrain drop-down menu.

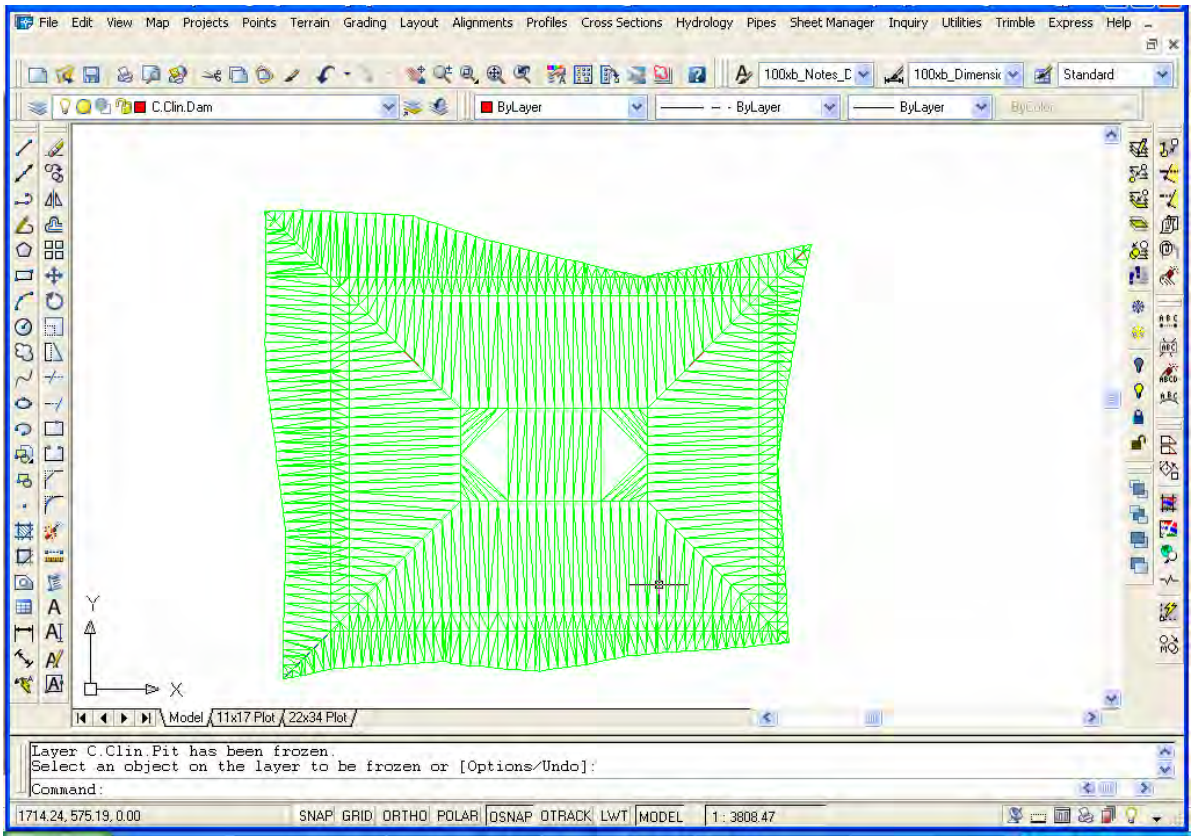


A Polyface Mesh surface display object will allow you to shade the TIN object and view it to see what the finished object will look like three dimensionally.

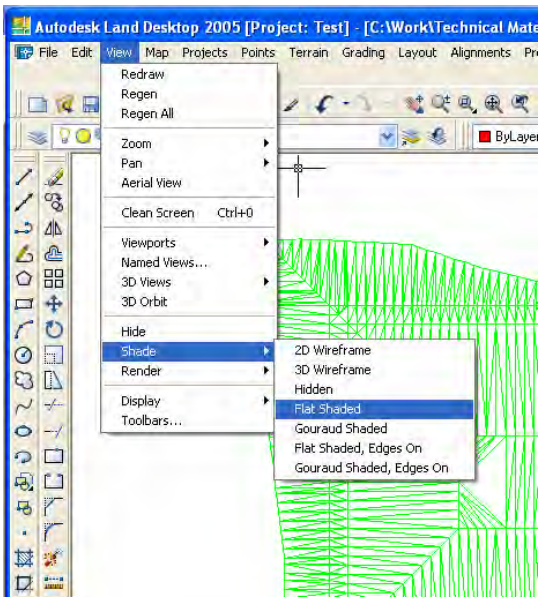
2. The Surface Display Settings window will appear which will allow you to choose which layers to place the TIN surface, the border, and breaklines on. Typing an asterisk in the Layer Prefix block will cause the name of the surface to be added to the beginning of the surface, border, and breakline layer names. In this example, the surface name, C.Topo.Pit will be added to the beginning of the layer names, so the polyface mesh object will be placed on the surface layer, which will be named C.Topo.Pit.Tin_.



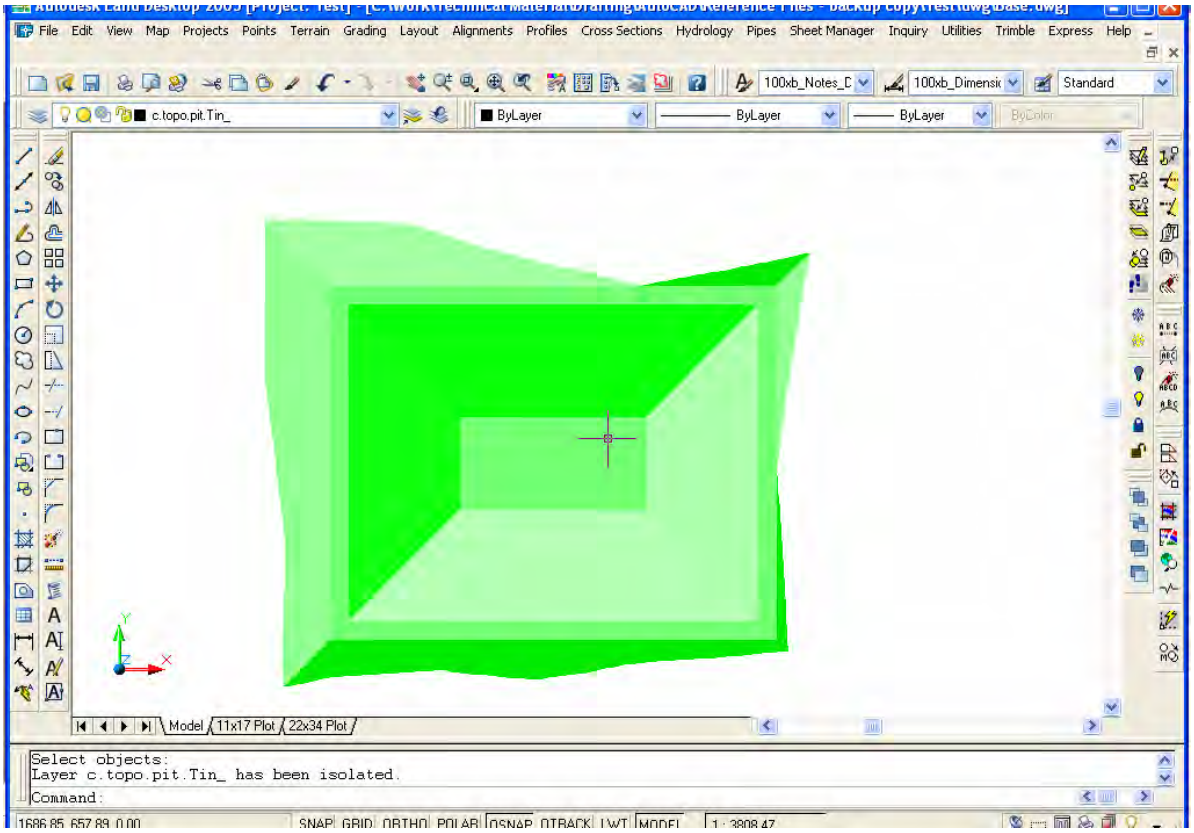
3. After you are finished with the Surface Display Setting window, click on the OK button. You will be prompted at the command line to erase the old Border/Skirt view (type Y or N), then to erase the old surface view (type Y or N). The program will then process the surface and display a polyface mesh object that represents the TIN model of the surface. Minimize or close Terrain Model Explorer, and you should see a TIN object as in the window below.



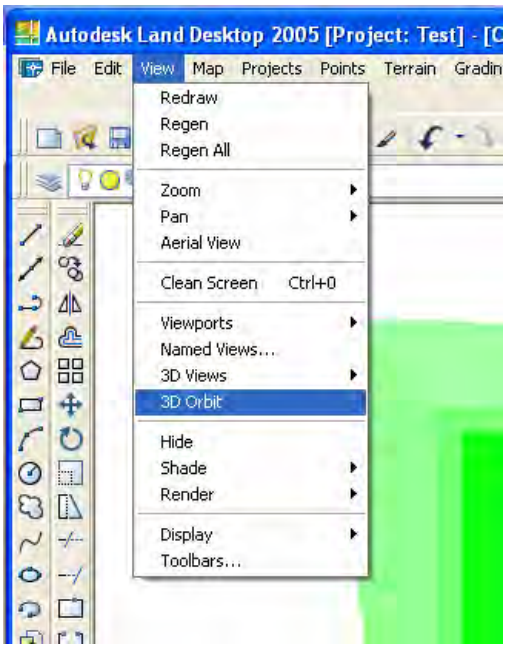
4. In order to shade the polyface mesh object to make viewing of the terrain model easier, select the object and then choose Shade > Flat Shaded under the View pull-down menu.



5. The polyface mesh object will now be shaded such as in the example below.



6. You can now view the polyface mesh object in 3-D by using the 3D Orbit command under the View pull-down menu.



7. The object will now be displayed in 3D. You can rotate the view using the grips at the four quadrants of the display circle.